



2011  
**Harpers Ferry National Historical Park  
Living History Branch**



## **Living History Volunteer In Parks (VIPs), Program Guidelines**

By HAFE Park Historic Weapons, Blackpowder & Storage Safety Officers  
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*We believe our national park preserves America's collective memory. Living History programs allow our visitors to access these memories and bring them to life.*

*Living History offers visitors authentic and unique 19<sup>th</sup> century experiences staged within the park's restored town, structures & landscape. These experiences can immerse visitors in the sights, sounds and stories of the town's former residents, their predicaments and circumstances that created Harpers Ferry National Historical Park's nationally significant themes.*

*It is the desire of the Living History operation to look forward into the next decades to offer a variety of learning methods that audiences will use to experience life-long, place-based education. These methods must offer a rich and diverse range of experiences to encourage both civic engagement and stewardship."*

The Park's Living History Branch is responsible for the coordination & management of living history volunteer activities associated with Harpers Ferry Park. Please contact the offices at 304-535-6063, or 6064 for information or our volunteer application process.



## Park Themes:

These principle areas of study help to drive the park's Public History interpretation & Cultural Resource Management.

1. **Transportation:** The convergence of two rivers, two railroads, the C&O Canal, and numerous bridges inaugurated an era of economic and industrial growth in and around Harpers Ferry that lasted until the Civil War.
2. **Industry:** The U.S. Armory was established at Harpers Ferry in 1799 at the request of George Washington. Inventor John Hall also pioneered interchangeable parts for manufacturing at his famous rifle factory, forever changing American's industrial landscape promoting the Europeans to coin the phrase "The American System of Manufacturing."
3. **John Brown's Raid:** In October of 1859, abolitionist John Brown led a 21-man "army of liberation" to seize the Federal Armory and begin a revolution to free 4 million enslaved Americans. Brown's revolution lasted only 36 hours, but his trial and subsequent execution focused the nation's attention on the moral issue of slavery.
4. **The Civil War:** The town was perched on an international border between north and south. Because of the town's strategic location at the northern end of the Shenandoah Valley, Union and Confederate troops moved through the area frequently during the Civil War, leaving a disastrous trail. The town changed hands eight times between 1861 and 1865.
  - Sub themes represented in living history weekend military and civilian groups' events:
    1. 1861 burning of the US armory and early training grounds for enlisted confederates.
    2. Early Confederate occupation, "no man's land" period where neither side occupied the town,
    3. September 1862 Siege and battle of Harpers Ferry when captured by Stonewall Jackson.
    4. Summer of 1864, U.S. General Philip Sheridan's Shenandoah Valley Camp that was supply based in Harpers Ferry in the old US Armory to supply an army of 40,000. This campaign gave President Lincoln success on the battlefield and re-election at the ballot box.
    5. Guerilla warfare, including Confederate Partisan Ranger John Singleton Mosby, and killed non-partisan bushwhackers, murders, and thieves like John Moberly, and French Billy Loge.
    6. Union garrison occupied town, documented by the 34th Massachusetts Regiment.
5. **African-American History:** The outcome of the Civil War determined the fate of the union and legality of enslavement. Following the Civil War, missionaries established Storer College, one of the nation's earliest integrated schools. Frederick Douglass served as a trustee and W.E.B Du Bois held the second meeting of the Niagara Movement there, laying the foundation of the NAACP.

6. **Natural Heritage:** The picturesque landscape of the Potomac and Shenandoah rivers has inspired writers, artists and visitors for centuries. Thomas Jefferson once called the view from Harpers Ferry “worth a voyage across the Atlantic.”

## **Living History Program Guidelines**

The following guidelines contain information on the regulations and responsibilities applicable to both individual and group living history volunteers participating in the VIP program at Harpers Ferry National Historical Park. This information on facilities, safety, historical integrity and responsibilities provide the guidance, consistency, and understanding for an effective program operation. These guidelines are in accordance with NPS-6, the National Park Service general guidelines for NPS sponsored living history programming.

### **Three different sets of guidelines govern our Living History program.**

1. *Living history guidelines* in this document are concerned with the management, administration, logistics of programs, special events, and exhibit staffing. These guidelines include authenticity standards for historical period costuming and the differences between living history events and re-enactments, 1st persons vs. 3rd persons.
2. *NPS Historic weapons firing manuals* govern demonstrations, safety, and maintenance of historic weapons. In addition, Park Specific Weapons Demonstration Standards govern how these demonstrations are conducted at our park.
3. *Research resources and training* are offered to volunteers on our park themes which provide historic background documentation for the park's living history special events and exhibit interpretation. These resources are distributed to groups who attend park theme related programs.

## **APPLICATION PROCESS**

All volunteers interested in participating in the living history program at Harpers Ferry National Historical Park must submit either a group or individual application to the park's Living History Coordinator or Supervisory Park Ranger by contacting the park office at 304-535-6063. A group will be asked to submit a proposal describing their group, a mailing list roster, and digital or hard copy photos of the unit or individuals in their period impressions, any prior living history program experience and references. Yearly training seminars are conducted by park staff. Prospective volunteer group members and individual volunteers are expected to meet with the park staff before volunteering in the park.

## **CAMP FACILITIES**

There are no facilities available in the park for modern or recreational camping. There are no trailer hookups or shower facilities. There are no extensive refrigeration or food storage facilities.

Authentic Civil War period style camping is allowed by authorized permits as part of park sponsored special interpretive programs. Camps should appear authentic from sun up to sun down when park visitors are present.

Such camping is regulated by NPS regulations and approval, based on weather and condition of park grounds, predetermined volunteer event agreement for volunteer services. All camp tentage should be constructed of white canvas, duck or linen of the types known as dog tents or shelter halves, wedge or "A" tents, wall or hospital tents or sibley tents. Tent flies may be employed when appropriate. Normally one fire pit will be allowed for each company street, one for headquarters or guard tent and one for a cooking area. Fire pit sizes are designated by park staff and should not go deeper than the depth of the sod. No unauthorized fire pits may be dug.

*Firewood* for such camping areas *will be provided by the park*. Water is normally provided by permanent facilities located in the park. Sanitary facilities are either permanent park public facilities or temporary portable units brought in just for a weekend event.

*Campsites* authorized for special interpretive program use are located on Bolivar Heights beyond the interpretive trail loop, and others are located in the lower town areas, at the historic Hamilton Street lot between the railroad trestle and the Shenandoah River in the vicinity of Shenandoah Street, and on Arsenal Square. Water for the Bolivar Heights site is normally provided by a permanently operable spigot hooked to town water. The Hamilton Street site is within 200 yards of permanently located water sources.

(\*See map at bottom of this document)

*Access to camping areas* is determined by the Superintendent and Chief Ranger of the Division of Visitor Protection and Resource Management. The hours of permitted access are outlined in a special use permit. No private vehicles are allowed in camp or program areas while public interpretive activities are in progress.

## **INTERPRETIVE RESPONSIBILITIES**

*Interpretation* is the primary function and justification for all living history activities in the park. Site related theme interpretation is the key element in all park programs. Interpretive services provide a quality valuable experience for our park visitor.

Volunteer sponsored activities should recognize and greet visitors in a friendly and courteous manner. At no time should a visitor be ignored, subjected to abusive or derogatory or profane language or be presented with personal opinions or inappropriate or unbalanced historical information. Visitors should also not be subjected to private political, moral or religious views. The duties, time constraints and quantitative limitations of the park permanent and seasonal staff preclude their ability to consistently provide this service. Therefore it is the responsibility of the group member or individual volunteer to provide a valuable and accurate public interpretation of all activities and to politely respond to any visitor's questions and requests for information. The park staff provides VIP training and training materials on the operations, interpretation, and historical resource information for all VIP's.

*Living history camp activities* such as close order drill, skirmish drill, guard mount, dress or evening parade, adjutant's call, mail call, pay call, roll call, disciplinary actions and punishments, confinement of prisoners, inspections, musters, ration distribution, firing demonstrations and weapons drill must be interpreted to the public while the activity is being conducted. The interpretation must identify the activity, how the activity relates to the park's themes and how the activity relates to the specific site and the resource of the park. It is the responsibility of the participating organization to provide interpretation of these activities as well as to provide visitor and participant safety and security and to protect the resource. Such interpretation may be provided by selected designated individuals within the unit. This public service is considered a prerequisite condition for permission to camp and/conduct living history interpretive activities or demonstrations in the park.

## **Modes of Interpretation**

In the vast majority of cases, third person interpretation is the most comfortable and effective form of interpretation for the visitor. Under no circumstances will volunteers be permitted to portray nationally significant personages. First person scenarios and vignettes may be used only with the permission of the park staff. In such instances, a third person introduction or conclusion is required to help visitors understand the context of the impression. If non-nationally significant figures are portrayed, the impression must be well documented and the individual portraying that figure must resemble the documentation.

## **Definitions of Living History Techniques**

The three basic types of interpretive presentations and their specific criteria for accuracy are defined as follows:

1.     **“Subjective” First Person Role Playing** (some refer to this as “Living History”)  
These presentations are subjective providing a perspective, the prejudices and opinion of historic people (i.e. first person role playing). Those demonstrations, animations, etc., are conducted by interpreters in period clothing who are portraying a specific historical role of a person who created or lived the history. An active role playing interpretive mode in which interpreters present a characterization of an individual, group, or an event. First person can utilize visual imagery, sound and music or verbal dialogue or monologue to develop a representation of an historic activity.
2.     **Cultural Demonstrations**  
Those demonstrations conducted by interpreters wearing an official uniform or conducted by a member of a cultural group in their traditional dress. (Example: Oneida Indian Nation public history demonstrations)
3.     **“Objective” Third Person Costumed Interpretation**  
These presentations are objective placing multiple perspectives, the prejudices and opinions of historic people, into context. Those demonstrations, animations, etc., conducted by interpreters in period dress but not utilizing first person role playing (i.e. third person presentations). The interpreter speaks as in the present day. This is a very powerful and effective technique. Care must be exercised not to mislead the public or

create historical inaccuracies in their minds. When, due to staffing realities, the composition of the interpreters involved in the presentation does not reflect the composition of the people who would have been involved historically these differences will be clearly pointed out to the public.

## **PARTICIPANT AND VISITOR SAFETY**

Participants will not violate any established park safety barriers and will politely discourage visitors from violating such barriers. The park's black powder weapons demonstration rules are well established and are found elsewhere in this document. Non-black powder safety concerns include the safe use of fires, candles, lanterns, camp tools, such as shovels, picks, spades, axes, hatchets and saws, and the employment of horses or horse drawn wagons. Physical safety can be compromised by entering waterways, climbing walls, climbing railroad trestles and by walking on railroad tracks, ignoring pedestrian or vehicular traffic or being unmindful of pavement, cobblestone or landscape conditions. Accidents, encounters with infected animals, serious insect bites, heat exhaustion, theft or vandalism are all serious situations which should be reported immediately. It is the responsibility of the participants to apply reasonable and normal caution during all activities and to inform the park staff of any hazardous conditions.

If a participant is the victim of a medical emergency, or observes a medical or other emergency, he or she should inform the nearest park employee. If an employee is not available, the group coordinator should call the living history staff contact number provided. After hours, the 911 emergency access number can be used to reach help.

Security for the contents of living history encampments is the responsibility of the members and commanders of the participating groups.

## **CAMP AND PROGRAM TIMES AND ACCESS**

Time allowances for access to the campground area at Bolivar Heights for dropping off camp equipment prior to setting up camp or for packing up equipment after breaking camp will be stated in the permit. On some occasions vehicles may not be permitted to drive to the camp area. Equipment may have to be carried up to a distance of 200 yards. Access to the camp area at the Hamilton Street lot for dropping off camp equipment prior to setting up camp or to retrieve equipment after breaking camp will be allowed during limited times. Direct access to the camp site by vehicle will not always be available. Equipment may have to be carried a distance of 100 feet or more.

Individuals and groups are held responsible to abide by the conditions stipulated in the permit, the group VIP agreement or the individual volunteer services agreement. Failure to comply with this voluntary contract may result in ineligibility to participate in future park programs. The hours of public activities will be determined by park management. Participants who do not keep their agreement with the park and violate or abuse their agreements may fail to be invited to participate in park programs. Safety violations, substance abuse, theft, illegal or lewd behavior or vandalism will result in ineligibility for future VIP program participation. Premature breaking camp, ceasing interpretive activities or violating setup, breakdown and access times in violation of agreements may result in future ineligibility.

## **CAMP APPEARANCE, BEHAVIOR AND REGULATIONS**

No modern electrified lighting devices, public radios, coolers, modern food or beverage containers (aluminum cans, soda bottles, plastic jugs, cardboard boxes, fast food containers, cellophane or vinyl wrappers or bags), will be in evidence in any living history camp from sun up to sun down when park visitors are present. Participants will not appear shirtless or in modern garments between sun up and sun down. Civilians will not occupy tents within a military camp until after the park program has closed to park visitors. Swimming is not permitted by participants in park areas.

The use of granite wear or enameled ware is discouraged. Period vessels and cooking ware of tin, copper, wood, cast iron, pottery, ceramic or glass is encouraged. Vinyl, plastic, and Styrofoam kitchen ware or storage containers should be kept out of sight.

Laundry or towels, bedding, camp furnishing, baskets, tables and trunks should be of period appearance. Period style camp tools such as shovels, spades, rakes, saws, hammers, hatchets, and axes may be displayed in camp. Tools of obviously modern style or construction should be kept out of sight of visitors. Musical instruments, such as bugles, drums, or fifes, used during living history activities should be of appropriate construction and decoration.

### **MINIMUM AGES FOR PARTICIPATION IN MILITARY AND HISTORIC WEAPONS ACTIVITIES**

(NPS Directors Orders, DO-6 Chapter XX 10.2.1)

The minimum age of a historic weapons demonstrator is 16 years. No one under the age of 16 may carry any weapon of any sort in any unit during any park activity including non-firing drill, guard, parade or inspection demonstrations. No one under the age of 14 will appear in regulation military uniform in any park living history program. NO one under 12 years of age will be permitted to participate in any military camp activities during public programming. Children under 12 may be permitted to participate in civilian roles or civilian camp activities only if accompanied by a parent or an authorized adult sponsor or guardian.

### **HISTORIC WEAPONS MANAGEMENT POLICY**

(2006 NPS Management Policies)

#### **7.5.7 Historic Weapons**

All uses of historic weapons in parks will strictly comply with the “Historic Weapons Demonstrations Safety Standards” contained in Reference Manual 6, and will follow the procedures specified therein for the particular weapon(s) being used.

Weapons firing demonstrations conducted in areas administered by the Park Service are restricted to Reproduction black-powder weapons only. Original NPS museum weapons will not be used; no exemptions will be granted. Requests by outside groups or individuals to use non-NPS original weapons will follow the exemption request procedure prescribed in Reference Manual 6, and will be granted or denied in writing by the superintendent.

Black powder ammunition in any form is not to be carried. All firearms and cartridge boxes will be subject to inspection at any time.

Edged Weapons & Inspected Unloaded Firearms can be carried by volunteers only as required by designated duties. Off-duty volunteers (not serving an interpretive function for the benefit of the public) will not be under arms. Leather gear should not be worn unless under arms.

Arms and equipment should not be left unattended or unsecured beyond view in areas visited by the public. If muskets are stacked, a guard will be detailed to remain physically present at each stack of arms. The park cannot take responsibility for the loss or damage to volunteer-owned materials used in park programs.

Visitors are not to handle edged weapons or pistols or shoulder-arms with bayonets fixed under any circumstances. Edged weapons may be drawn or fixed only under controlled conditions when visitors are maintained at a safe distance. Visitors may handle unloaded shoulder arms provided the volunteer retains physical control of the firearm, especially the direction of the muzzle. Firearms are not to be aimed or pointed in the direction of anyone, volunteer or visitor.

Horses will be under restraint and guarded, and audience controlled at a safe distance during drills, demonstrations, and talks. Children may not pet animals. Unloading and loading of horses and trailers are agreed upon prior to their arrival in the park. This includes establishing traffic patterns, clean up of town streets, and proper disposal of waste.

#### **7.4.8 Battle Reenactments\***

Battle reenactments and demonstrations of battle tactics that involve exchanges of fire between opposing lines, the taking of casualties, hand-to-hand combat, or any other form of simulated warfare, are prohibited in all parks. Even the best-researched and most well-intentioned representation of combat cannot replicate the tragic complexity of real warfare. Respect for the memory of those whose lives were lost at these sites and whose unrecovered remains are often still interred in these grounds precludes the staging of inherently artificial battles at these highly memorial sites. The safety risks to participants and visitors, and the inevitable damage to the physical resource which occurs during such events are also unacceptably high when viewed in light of the NPS mandate to preserve and protect.

\*Enabling legislation allows battles at Cedar Creek, a Partnership Park.

Two major sites, Cedar Creek Battlefield Visitor Center and Belle Grove Plantation House, are open to the public.

### **GENERAL PERIOD CLOTHING GUIDELINES**

Living historians representing people and activities of the 1850-1865 period are required to be appropriately and accurately costumed. Impressions for pre-1850 or post-Civil War eras should be submitted to the living history Coordinator for approval. Costuming includes personal grooming and ornamentation such as jewelry, watches and chains, umbrellas, parasols, walking sticks and other accessories.



Historical costuming for park living history programs will generally consist of male and female civilian clothing of the 1850-1860 period and uniforms of the U.S. and Confederate Armies and Virginia Militia. Since Confederate presence in town was limited during the war the main focus of military interpretation is on the Union Army.

Units applying for participation in a park living history activity must submit a photograph of unit members in the uniform or civilian costuming that they intend to wear during the proposed activity. This photograph must be submitted to the park at least one month in advance of the activity. Members of the unit who may not be included in the unit photograph must submit an individual photograph to the park within 14 days prior to the event. This same stipulation applies to any individual VIP who wishes to be permitted to participate in a special event. The park reserves the right to deem volunteer impressions as authentic, appropriate or inappropriate and to offer suggestions for impression improvement through Park documentation. The park also reserves the right to reject participation based on the presented or proposed costuming or historical impression.

All replica historic costuming worn during park sponsored history public programs will be of authentic 19th century fabrics and textiles. Leather or animal skin, hair or fur, gum rubber, cotton, flax, linen, silk, velvet, gilt, wool, painted or enameled oil cloth or patent leather are permissible. Plastic, vinyl, polyester, celluloid and nylon are not appropriate materials.

Zipper, Velcro, speed laces, and snap closures are inappropriate on period clothing or equipment. Heavy cosmetics such as excessive eye liner or shadow, obvious makeup and lipstick, and enameled nail polish are inappropriate. To achieve a women's 19th century period hair style, modern & short hairstyles should be hidden by wearing snoods, caps or other headgear. To achieve a men's 19th century hair style, longer modern hairstyles can be covered by headgear of the 1860's. Tattoos that are incongruous with the 1860 period must be kept covered. For example, if a volunteer is involved in a public program and has a tattoo with a modern motif on an arm shirt sleeves should be worn lowered and buttoned to cover the tattoo.

White or off white socks of wool or cotton are appropriate for male role costuming. Colored socks may be worn but socks typical of latter periods such as argyle designs or plaids should not be worn. Modern ski or athletic socks with vibrant colored tops that may be visible to visitors must have the typically orange, yellow or red tops cut off before being worn with period clothing.

Eyeglasses must be as close to mid-19th century style as possible. Consider if eyeglasses can be dispensed with because they were not commonly worn for all occasions or for as long periods as is customary in the 21st century. Examination of 19th century photographs of soldiers will show that very few soldiers wore spectacles while in the ranks. If eyeglasses must be worn, they must not be modern horn rimmed, wide lenses or aviator styles.

## **HISTORIC MILITARY COSTUMING REGULATIONS**

The military costuming used to portray Union Army soldiers at Harpers Ferry will be based on the Regulations for the Army of the United States, 1861.

## **ACCOUTREMENTS FOR INFANTRY:**

Union army canteens are metal with a three pint capacity, a cloth covering and a white cloth or leather strap.

Haversacks should be tarred linen with a tarred linen strap.

Rifle equipment for enlisted men should be a black bridle or buff leather waist belt, with brass U.S. plate; a cap pouch; a bayonet scabbard; a cartridge box with a brass U.S. plate; a cartridge box sling with a brass eagle breast plate. These are standard infantry equipment for enlisted men.

## **U.S. UNIFORMS**

Trousers of sky blue kersey wool, button fly, without belt loops or rear pockets are standard. The fabric, cut and construction should be of mid-19th century style. Trouser buttons are tin.

Footgear should be authentic Civil war issue style military brogan shoes, preferably rough side out without grommets. Riding boots are permitted for officers, light artillerymen and cavalrymen.

Headgear should be the forage cap or kepi (chasseur cap) of dark blue wool with a leather visor and chin strap or the black felt Hardee or slouch hat. The hat or cap may bear the brass infantry bugle or horn insignia, the regimental number and company letter. Hats may bear the corps or arm of service colored cord.

Corp badges should not be worn unless the activity represents a specific unit known to have worn a corps badge while at Harpers Ferry

Coats should be the military issue style dark blue flannel sack coat with a four button front or the dark blue wool frockcoat with a nine button front. The frock coat should have light blue piping on the collar and cuffs for infantry and red piping for heavy artillery. Infantry shell jackets may be worn. Shell jackets with a twelve button front piped in red for light artillery and in yellow for cavalry may be worn. Sky blue wool overcoats are also permitted to be worn.

Inappropriate jewelry such as wrist watches, I.D. bracelets, earrings, modern school, service or fraternal rings should not be worn with an 1860's period military uniform

Infantry shoulder-arms should be three banded percussion rifles or rifle-muskets.

## **CONFEDERATE UNIFORMS**

Confederate impressions are not used in Harpers Ferry National Historical Park on a regular basis. Special programs that utilize Confederate impressions usually involve the late 1862 or mid to late 1864 time periods.

Interpretive event agreements will be used to describe the appropriate uniform for specific programs. Pre-war or early war militia impressions shall accurately represent the actual uniforms of local militia units known to have been at Harpers Ferry.

A general guideline for Confederate impressions at Harpers Ferry representative of the appearance of troops of the Army of Northern Virginia in the 1862 or 1864 time period would include grey or butternut wool or wooljean shell jackets, gray wool officer's frock coats, grey, butternut, or sky blue wool or wooljean trousers made with straight cut, button fly and without belt loops or hip pockets, brown or black brogans, gray or butternut Chausser cap (kepi) or forage cap or gray, tan, brown or black plug or slouch hat. Accoutrements may be brown or black leather or tarred linen. Fork style or roller belt buckles are encouraged. Buttons may be state specific, Confederate general issue styles, re-employed Federal style or plain civilian style. Confederate, state or re-employed Federal belt plates are appropriate for Confederate saber belts.

## **DISMOUNTED CAVALRY**

There is no evidence of dismounted cavalry being assigned to the garrison at Harpers Ferry. The park discourages cavalry impressions that are not mounted. The basic unit of cavalry was the man and horse. The most effective way to interpret cavalry is to present the duties of the man and horse to visitors. If dismounted cavalry impressions are used in the park, it will conform to the usual weapons and uniforms of the cavalry unless it can be shown through documentation that the unit wore something else. Dismounted units should be able to accurately demonstrate skirmish drill, saber drill, and carbine and pistol drill. The model 1859 McClellan saddle is an example of appropriate cavalry equipment.

## **RANGE FACILITY FOR FIRING DEMONSTRATIONS**

There are two approved blank firing demonstration areas located in the park. One is located in the lower town area at Arsenal Square. This range is designated by a park staff by creating a physical barrier with iron ropes and pegs between the weapons fired and the audience. The lower town range is for shoulder arms demonstrations only.

The other range area, located at Bolivar Heights, is the only locations approved for artillery firing demonstrations.

Park Volunteers register, on site, for events, their names, addresses, phone number and weapons with serial numbers. This information also helps the park build a mailing database to inform park volunteers of annual events.

Original weapons can be shown but not fired, but all weapons regardless of vintage MUST be inspected to make sure they are not loaded.

Standard weapons utilized in park historic weapons program are: flintlock muskets, flintlock rifles, model 1841 HF rifle, model 42 musket, model 55 rifle musket, model 1861-64 spring rifle,

Enfield, and Richmond depot rifles. Weapons, such as Sharpes carbines, will be require previous approval before being brought to a park program.

## **ARTILLERY**

Six Pound guns, Twelve Pound guns, Three inch ordnance rifles and Parrott rifles are the normal artillery pieces utilized in this area during the Civil War. Anything beyond this would need special park approval and documentation.

## **CIVILIANS**

### **Harpers Ferry Suggested impressions for women in camp:**

**Military Related Impressions:** Officer or NCOs wives, sutlers, Relief agencies such as the USCC or USSC, refugees, prisoners, farmers at the military run Shenandoah River market, nurses with military hospitals and women cooking for the US Soldiers Rest.

**Local Citizenry Beyond the Military:** Family members of Mrs. Stipes operating her Boarding House and laundress operations, documented local civilians, male embalmers and funeral directors, US Treasury agents, bureau of abandoned lands, Jessie scouts.

## **COMPORTMENT**

Since the park borders on private property certain after programming hours activities are inappropriate for park personnel and volunteers in the park.

Excessively boisterous noise in the park has been reported by local townspeople as an intrusion on the tranquility of the town especially in the evening and late night hours. In a small community, businesses usually close early and residents expect little activity after 10 p.m. Therefore, it is required that camp activities be quiet between 10 p.m. and 6 a.m. Although participating VIPS may leave their designated camp sites after programming hours, they should return to camp by 10:00 p.m. Intrusions on private property are likely to result in trespassing or public annoyance charges by park neighbors. If town police are called, there is nothing that the park can do to intervene. Such potential incidents can embarrass the NPS, disturb relations with the local community and endanger the viability of future living history programming.

While alcoholic beverages and illegal substances are forbidden in the park, their use outside of the park by park activity participants can be equally illegal if used on private or public property. Such activities can be offensive to the community and may identify such behavior with the park. If participants leave the park and consume alcoholic beverages, whether at local restaurants or other locations, it is their responsibility not to become intoxicated or act in an offensive manner. Alcohol beverages may not be taken back to the park, or taken on the streets, NPS Train lot, shops and public areas of the community or on private property. Intoxicated or irresponsible behavior in the local community or in the park will not be tolerated and may result in immediate expulsion from the park and in individual or unit rejection from all future park activities. Park program participants represent the park and are required to comport themselves in a responsible, professional and dignified manner that will reflect credit to themselves and the National Park Service. In order to maintain the responsible image of the park participants' behavior must be above reproach. The best way to avoid these situations

is to maintain an appropriate and authentic Civil War period camp through out the period of the special event agreement. In cases where a closed military camp is impractical, it is still the responsibility of the participating unit, its commander and co-coordinator to provide internal security for the camp and to regulate the behavior of unit participants through out the special event agreement period.



### Information for park volunteers participating in living history programs

Use of these sites are by permit only

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|---|---|
| ① Overnight parking for living history camp | ④ Living history firing range and camp site |
| ② Living history camp site                  | ⑤ Volunteer housing                         |
| ③ Living history camp site                  | ⑥ Parking for volunteer housing             |